

1. (twice amended) A method for playing a casino game comprising the steps of:
receiving a wager for the casino game,
playing an underlying game of chance in the casino game,
playing a knowledge-based bonus game in the casino game using answers from a player, the play of the knowledge-based game separate from the play of [in combination with] the underlying game of chance, the combined play of both the knowledge-based bonus game with the underlying game of chance having a house advantage for the casino game within a predetermined range, the predetermined range having set limits based on the correctness of the answers and the wager.

5. (amended) The method of claim 3 wherein stopping the underlying game of chance is based upon a condition occurring in the play of the underlying game of chance, the condition being one of the following: the appearance of a bonus symbol in the step of playing of the underlying game of chance or a random number wagers received in the step of receiving.

6. (amended) The method of claim 3 wherein stopping the underlying game of chance is based upon a condition occurring unrelated to the play of the underlying game of chance, the condition being one of the following: the timing out of a random timer in the play of the underlying game of chance or an appearance of a number in a random roll of dice after the play of the underlying game of chance.

7. (amended) The method of claim 3 wherein stopping of the underlying game of chance occurs at a [given] known frequency.

8. (amended) The method of claim 3 wherein stopping of the underlying game of chance is randomly chosen at a [given] known frequency.

9. (twice amended) The method of claim 1 wherein [the knowledge-based bonus game has queries with answers and wherein the house advantage is at least a] one of the set

limits is based upon all answers [to all queries] in the knowledge-based bonus game are always correct.

10. (twice amended) The method of claim 1 wherein [the knowledge-based bonus game has queries with answers and wherein the house advantage is at most a] one of the set limits is based upon all answers [to all queries] in the knowledge-based bonus game are always guessed at.

11. (amended) The method of claim 1 wherein the predetermined range is positive [house advantage is in the range of about -3% to about 20%].

14. (amended) The method of claim 12 wherein the at least one query is [an] a query requiring a proximate answer.

21. (amended) The method of claim 19 wherein the at least one query is [an] a query requiring a proximate answer.

25. (amended) A method for playing a combined knowledge-based bonus game with an underlying casino game of chance, the method comprising the steps of:

playing the underlying casino game of chance,

playing the knowledge-based bonus game, the play of the knowledge-based game separate from [in combination with] the underlying game, the steps of playing the knowledge-based game at least having the steps of:

(a) providing at least one query to [the] a player in the knowledge-based game,

(b) receiving at least one answer from the player in response to the provided at least one query,

the [combined] separate play of the knowledge-based bonus game with the underlying casino game having a house advantage in a range from a first set limit based on all answers to all queries are correct [and] to a second set limit based on all answers to all queries are guessed.

29. (amended) The method of claim 25 wherein the step of playing occurs at a [given] known frequency.

30. (amended) The method of claim 25 wherein the step of playing is randomly chosen at a [given] known frequency.

42. (twice amended) A method for a casino game comprising the steps of:
providing a first game of chance,
providing a second knowledge-based game,
playing the first game of chance having a negative player's expected return relative to a player's wager,
stopping play of the first game,
playing the second knowledge-based game using answers from a player when the first game is stopped, the second knowledge-based game always having a positive player's expected return.

47. (amended) The method of claim 42 wherein the step of stopping is randomly chosen at a [given] known frequency.

52. (amended) The method of claim 50 wherein the at least one query is [an] a query requiring a proximate answer.

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